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Lotro scholar guide

scholar you are looking for artifacts, like an archaeologist. You are looking for old jugs, old jugs, urns, old texts and hidden coffers and lockers... That may contain old materials you need for your academic research. Well, if you know something about ancient artifacts, I think you have the picture where you have to look for them. Okay, ruined! The difficulty is that ruins are not as common in the middle earth world as you might think. At least it's not as common as forests, shrubs and hills with wood and mineral. So you have to discover them and investigate their occupants. The other problem is that most of the ruins are infested with enemy forces, poisonous spiders or some other evil or fierce enemies. In this perspective, the scholar is perhaps the most difficult profession of elaboration that there is. Elves, hobbits and thieves may be better as a scholar, as they can sneak into stealth in these dangerous ruins. But a brute force of cutting and slashing, or a magic daze or root can be very manageable too. If you like danger, hunting enemies for scholarly artifacts (goblins, orcs, trolls, thieves and brigands can occasionally drop artifacts too) or plunder ruins, the scholar's crafting profession is the thing for you! In the table below you can see which artifacts belong to each academic level. As you can see, each artifact contains a special type of resource. Sometimes you can also find a byproduct, like a special candle ... Or... a very rare resource, like a piece! With these resources found in artifacts you can make materials to create all kinds of interesting things. Like potos of power and morality, the elaboration of buffs and buffs to shoot arrows, defense and attacks. Just look at your elaboration menu and choose one of your options. For elaboration, you have to go to your study-table scholars, of course... in a production area. Note: Choose processing from the elaboration menu to create the materials needed for the different recipes! Academic artifacts by tier type of artifact resource and byproduct 1 jug shattered remains of texts byproduct: Dim Candle 2 Broken Urn Used Tablet Byproduct Fragments: Rushlight Candle 3 Antique Vase Cracked Dwarf Carvings Product: Bee Candle 4 Dunedain Forgotten Text Fragment Script Very Rare Resource: Academic artifacts by tier type of artifact resource and byproduct 1 jug shattered remains of texts byproduct: Dim Candle 2 Broken Urn Used Tablet Byproduct Fragments: Sage's Lockbox Rune-carved Tablets recurs molt rar: Subproducts Mithril Flake: Bright Lamp 7 Banded Coffer Scraps of Weathered Dunleining Dunleining byproduct: Very rare resource gondorian page: Cracked Rhi Helvarch Stealth 8 Ornate cache remains of very rare resource Rohric texts: Rohan byproduct tarnished crest: piece of Eastemnet Sealed Wax 9 Embellished Chest Tattered Rohirric Perhments Very Rare Resource: Emerald Shard ByProduct: Piece of Westemnet Sealed Wax 10 Lavish Chest Tattered Anrien Parchment by Product: Very Rare Anórien Wax Piece ByProduct: Zircon Shard The path of the botanist and gardener: make the dis most scholars are looking for artifacts, so they have to look in ruins and - above all - have to kill a lot of evil creatures or man. This type of academic specialization can be called an archaeologist. But if you don't like such an aggressive way of becoming a scholar, and you're more of the docile type, you can always become a gardener or botanist. What? Because with these specialties you can make colorful, that sell well in the Auction Room, and that give you some points for the elaboration experience as well. Making dyes can be done by looking for rare plant species (the botanist's way) or making dye ingredients by harvesting crops in a farmland (the gardener's path). The two ways are explained on a separate page, to access it: click on this link The Archaeologist's Way: Looking for Artifacts The most common way to level your competence as a scholar, you are looking for artifacts. As has been said, it can be found mainly in ruins. Sometimes you have to look at enemy camps or mines. Level 1 - Apprentice: Shattered Pitcher - Aged Text Clippings - Relics of the Early Third Age - Fragments of Worn Pills. Shattered pitchers can be found in the starting areas of Bree-land, Ered Luin and the Shire. Probably the best place to look for Level 1 scholarly artifacts is Bree-land, where you can find shattered pitchers in the wide environment around the Midgewater Watch (see map). Some places are easy to plunder, but most are in ruins guarded by many mafias. So be careful! Ered Luin is also good at bringing together shattered pitchers, and like Bree-land most pitchers are in ruins. Not surprisingly, in Shire scholarly artifacts it seems odd. This region is barely known for the ancient occupation of Elven and large ruins are rare here. So, if you see one from a distance, it's worth exploring this ruin. So far, I have found 3 points only: 2 in ruins and 1 around an abandoned cottage. For all known locations of shattered pitchers (at least known to me), see the maps below. I recently checked them and omitted old records where I couldn't find academic artifacts. - Cryptic texts - Second-age trinkets The broken urns can be found in the ruins by enemies of Ered Luin, Bree-land, Lone-lands and North Downs. No records are known from the Shire. They can also be found in the undead or barrow-down-infested spiders, Bree's SW. If you want to avoid dangerous places, you can also look for woad plants. These plants can be used to make various blue colors. But keep in mind: woad plants aren't as abundant as broken urns, so you'll only find a two-storey mineral in one place. But if you like plant harvesting, nothing is on your way to becoming a botanist! Ered Luin (see map above) Broken pots seem to be a little weird here, and the best places to look out for them are Emyn Hoedh and Kheledûl. It can also kill some evil dwarfs and elves, as they regularly drop academic things they have found. Bree-land (see the two Maps of Barrow-downs below, and Bree's land map above) Like level 1 artifacts, Bree-land is also the best region for Level 2 artifacts: broken urns. They can be found in ruins in Bree-land and also in several barrows of the North and South Barrow-Downs. The Barrows are quite dangerous at the same level, but the mafias you have to conquer will drop excellent things! Some barrows have a nice surprise, as they also contain some old vases, a Level 3 artifact that is quite uncommon in the Breeland region. You can find these vases in the larger rooms of the bars, usually guarded by a small head. Lone-lands (see map Tier 3, below) Minas Eriol Region (around [35.35, 38.4W]) The North Downs (see Map Tier 3, below) Minas Vrûn Region [12.0S, 51.6W] Level 3 - Expert: Antique Vase Antique Jugs can be looted by scholars if they have at least expert competence and - of course - a glass from a scholar equipped. This third-level node will give you three types of raw materials to handmade receipts: - Faded sindarin passages - Torn craftsman's diaries - Cracked old dwarf vases can be found in ruins on the lonely lands, The North Downs and Evenindim in Bree-land that can be found in huts in the Barrow-Downs (see maps above). Bree-lands (see maps above) In ancient Bree-land jars can be found in the bars of the Barrow Downs of the North and South. They are reported from Haud Taenthond, Haudh Methernil*, Haudh Nogbenn and The Barrow of Ringdor* north of Barrow Downs. These relatively small barrows are less dangerous than the southern grains of Barrow Downs. The biggest barrows in the South Barrow Downs are the most dangerous and quite lethal if you enter them alone, at least at a low level. I found jugs in The Great Barrow and Hauff larchith, both of which are cases. Two smaller barrows on the NE south corner of Barrow Downs also have old vases: Goetham and Gwantham. Note that you must enter a bar to find these vases, as they do not appear on your mini-map when you are above the following them. In 3 locations I found old vases on the ground; All of them are located near the great ruin of Ost Gorhadd, in the SE corner of the map. * reported by EternalLurker (see comments) Lone-land (see map below) East of Weathertop, ruined ruins And to the north along the road to the last bridge, you can find several places with antiquities. All sites are guarded by the mafias and are not easy to reach when you are level 15-20. In lorvinas you have to enter the dungeons to find some vases. Agamaur and a ruin in Harloeg are even more dangerous, and here you can find forgotten texts, which are level 4 artifacts. The North Downs (see map below) In the north-downs all academic artifacts are in ruins. I have not found artifacts in enemy fields, such as Mourning Dinen. I skipped the remote Nan Wathren as I do not expect to find any artifacts here based on the indicated observation. Most of the ruins will contain ancient vases and these sites are guarded by enemies, of course. The only easy places to loot are the two ruins with broken ballot boxes, NE of Threstlebridge. Interestingly, I could not find any scholarly artifacts inside one of the largest ruins in Middle-Earth, the enormous Castle of Fornost. I entered this huge complex of walls and towers, and even the north - instance - parts. But unfortunately, I haven't found anything but mafia zillions... However, a lot of scholarly raw materials fall, so they must have looted all the artifacts here. Evenindim Evenindim is rich in ruins and also rich in academic artifacts. Almost all large ruins inhabited by enemy forces or aggressive animals - such as wolves, bats and salaman dwellers - contain at least 1 artifact. Most of them are old vases, but some (more dangerous) places will find forgotten texts. Note these texts, because they can stay hidden in sight for a long time. When you get to almost the place where the text will be, it will appear as magic. Probably all these texts are enchanted and hidden for the noided eyes of strangers! On the map below you will see all the places I have visited in Evenindim and whether you can find an academic artifact or not. The two ruins east of Parth Aduial are actually located in the Northdowns, adjacent to the Evenindim border. These ruins are called Gilrost and Tham Lorn. Level 4 - Crafts: Forgotten Text Contains Two Types of Raw Material (Level 4) : - Dunedain Script Fragment - Lothlórien Relic These ancient texts seem to be delighted, as they stay hidden in sight, and only appear when you are close enough to see them. Fortunately, they can be seen on the mini-map (radar), when the ability of track artifacts is activated. In the infested ruins of heavy mafia, these texts can be a pain to find as you have to fight your way through a bunch of mafias until you get to the right place. It's always a rare sight to see the shiny lector with the old textbook pop up when you're close enough. And then Wild research gives great satisfaction to extract the most sought-after academic materials - fragments of Dunedain Script and Lothlórien Relics - from these texts. forgotten texts, can be found in 5 regions: in the parts of the land alone, through the Trollshaws, Evenindim and Angmar and only 1 place in the Boiy Mountains. . The solitary lands (see map above) Forgotten texts can be found in the eastern part of the solitary lands. They are located in places with strong resistance, such as the undead in Ost Haer and Nindor and the elite forces in Agamaur. I haven't found artifacts in the Garth Agarwen instance area, so I skip this site for the exploration of artifacts. Evenindim (see map above) Evenindim is not very rich in forgotten texts and I found only 4 sites. I expected a lot in the huge ruined village of Annúminas, but it is actually relatively scarce in artifacts. I have only found 2 sites near Minathranc, and when they are looted they will reappear in 2 other places near this site. I have marked the 4 places on the map of Annúminas. Since there are so many Angmarin and Trolls, it's not really worth venturing into this very dangerous area. All mafias are around level 40 and are elite forces. The tombs of Men Eraín - northeast of Annúminas - are a better place to look for these elusive magical texts. I found these 3 points along the road. Two are located around the Haud Arantar tomb and one is located south of Haud Valandur, in a small open-ruined tomb. All these points are much easier to plunder than the dangerous places of Annúminas. 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